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FIG. 1A

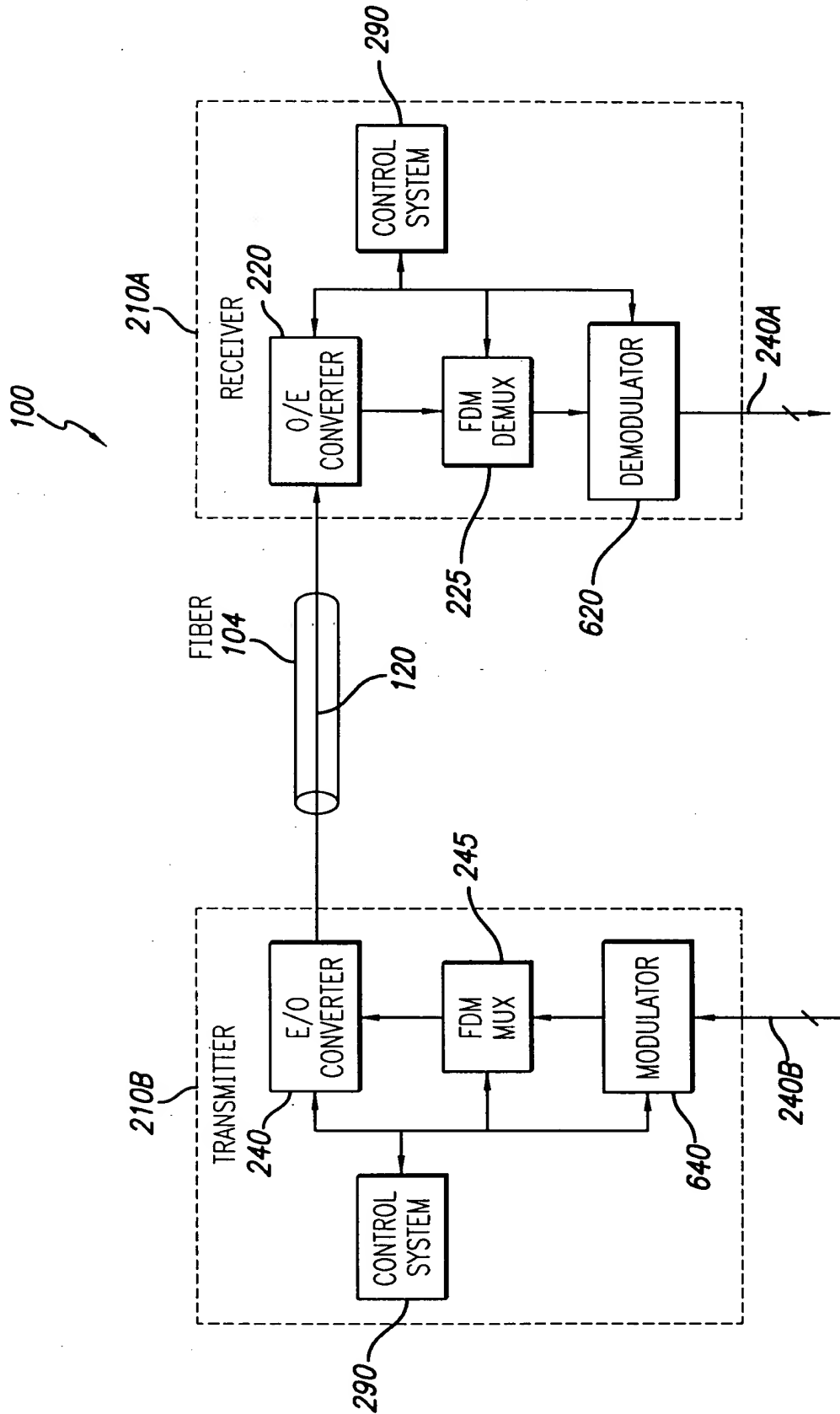


FIG. 1B

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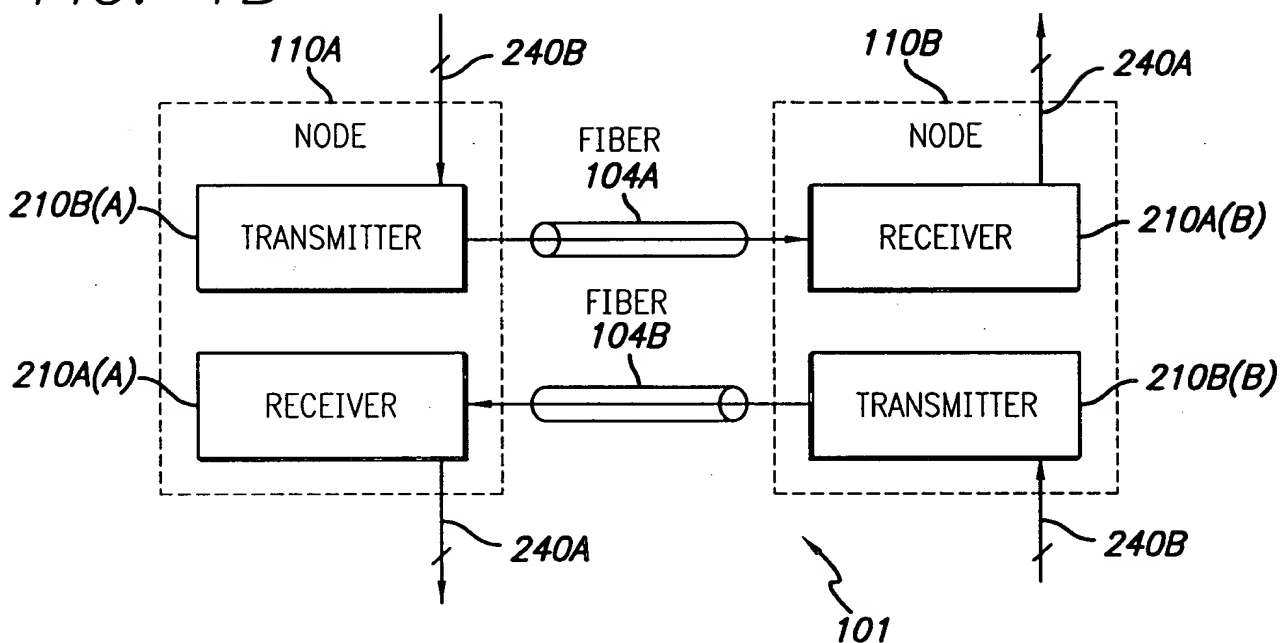
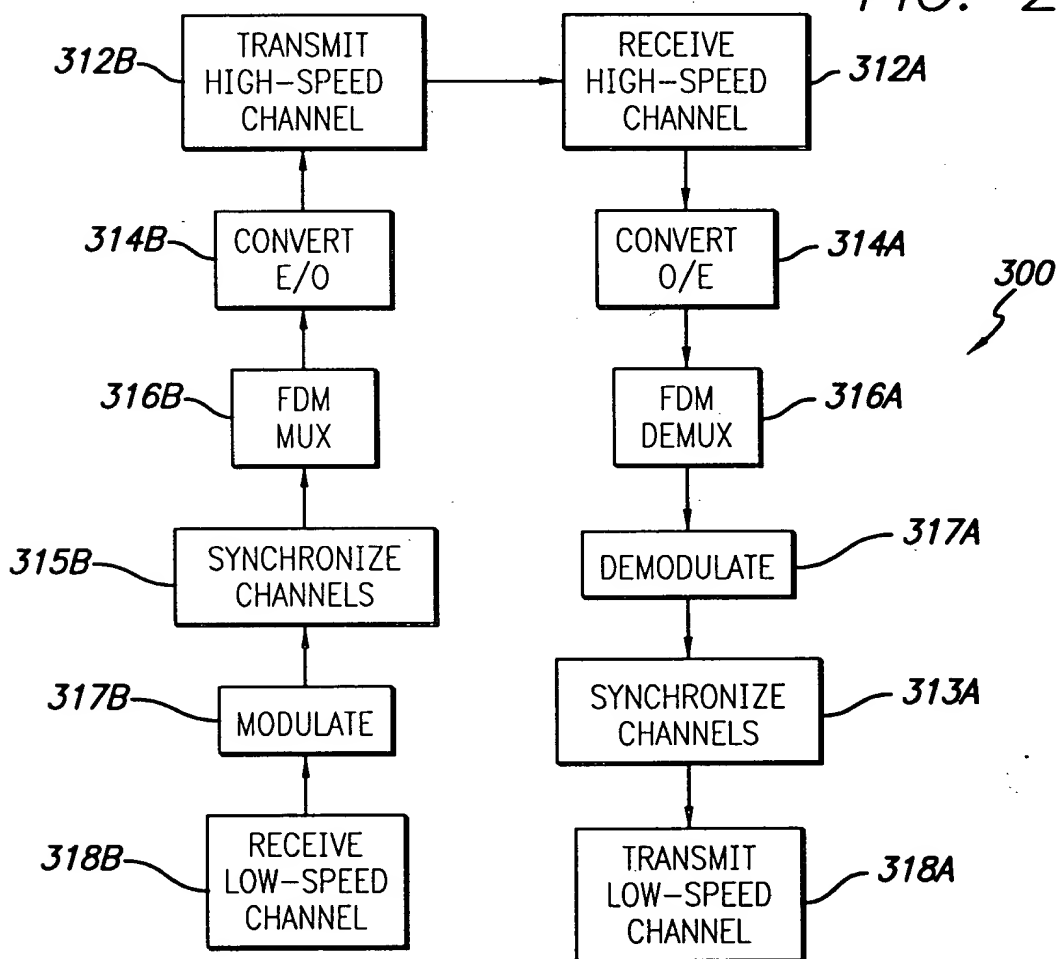


FIG. 2



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FIG. 3A

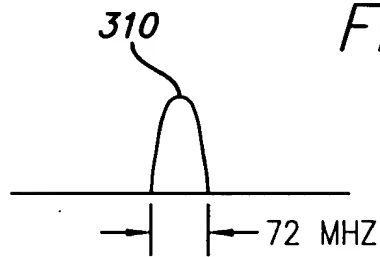


FIG. 3B

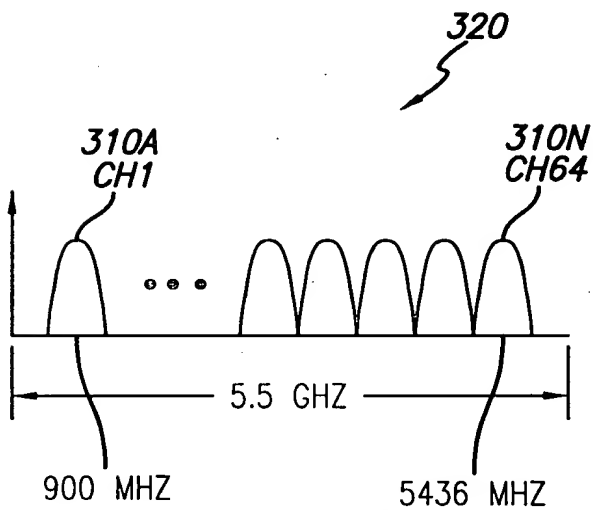


FIG. 3C

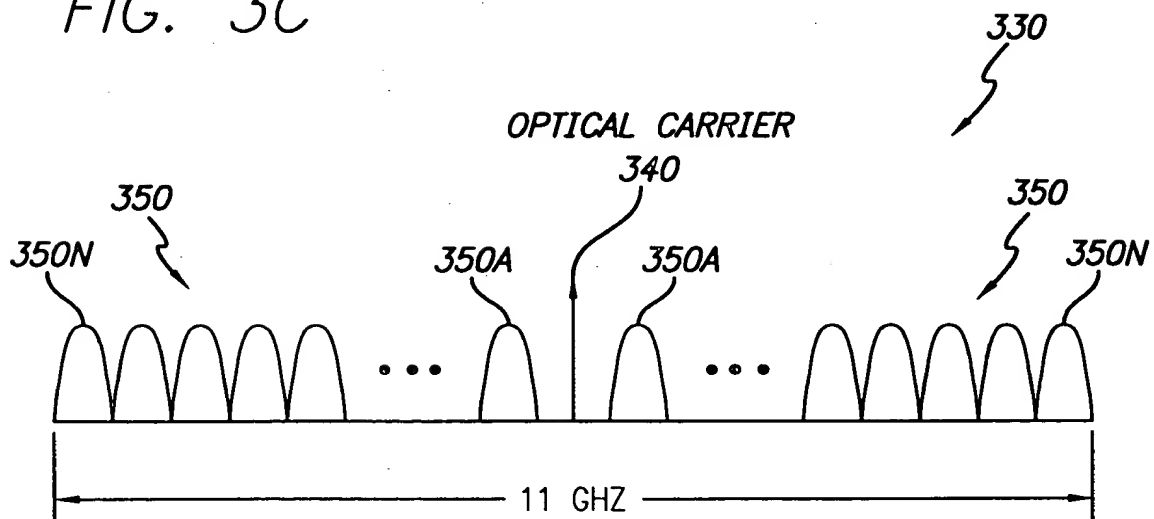


FIG. 4A

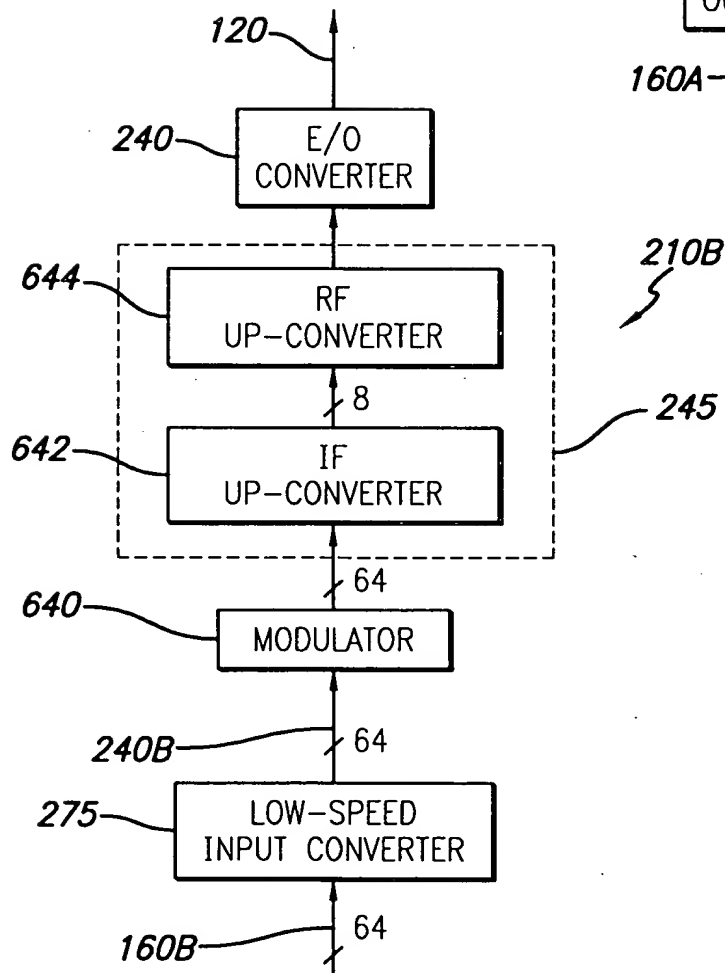
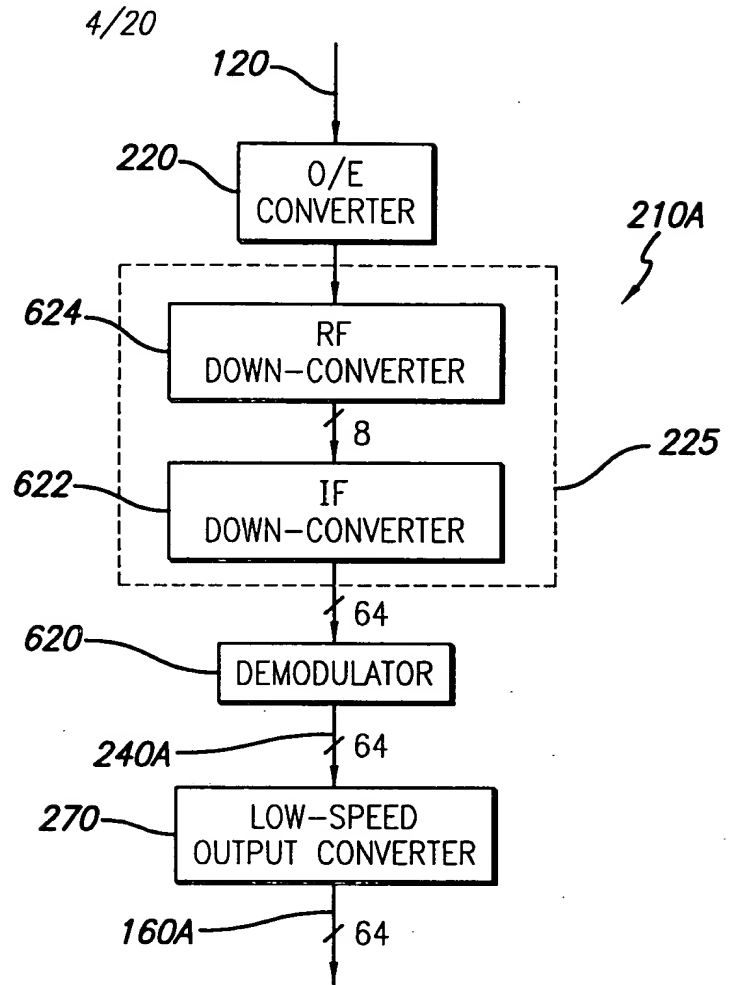
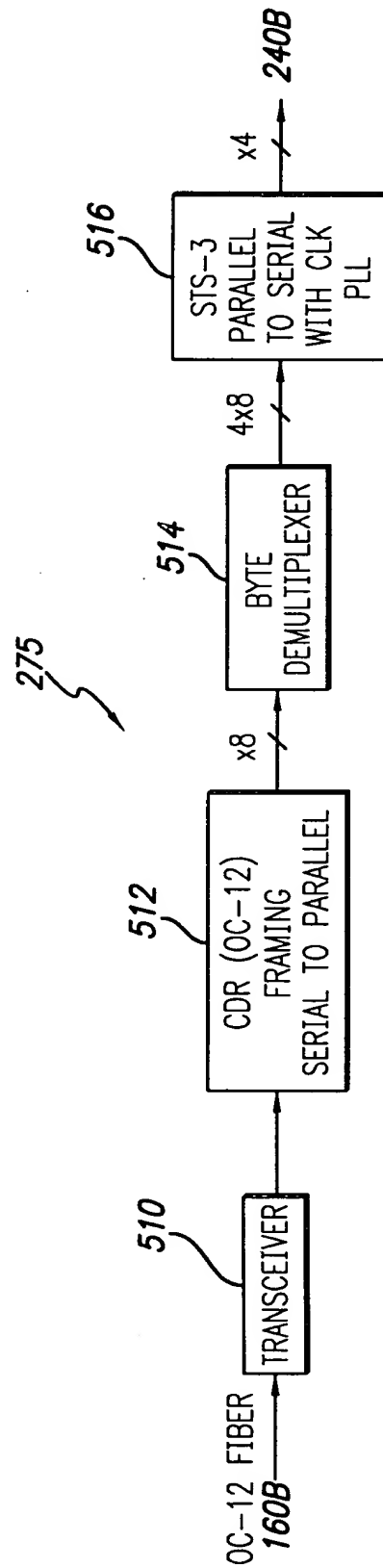
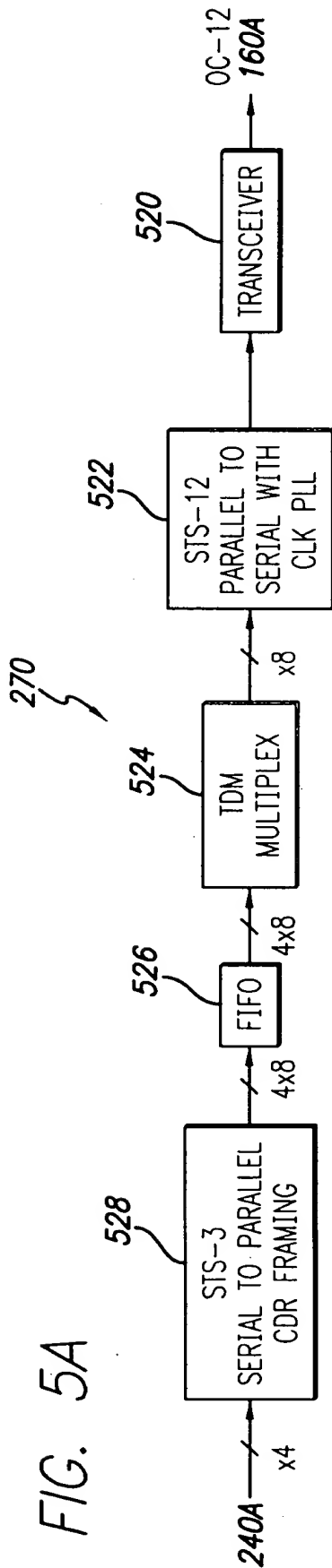


FIG. 4B

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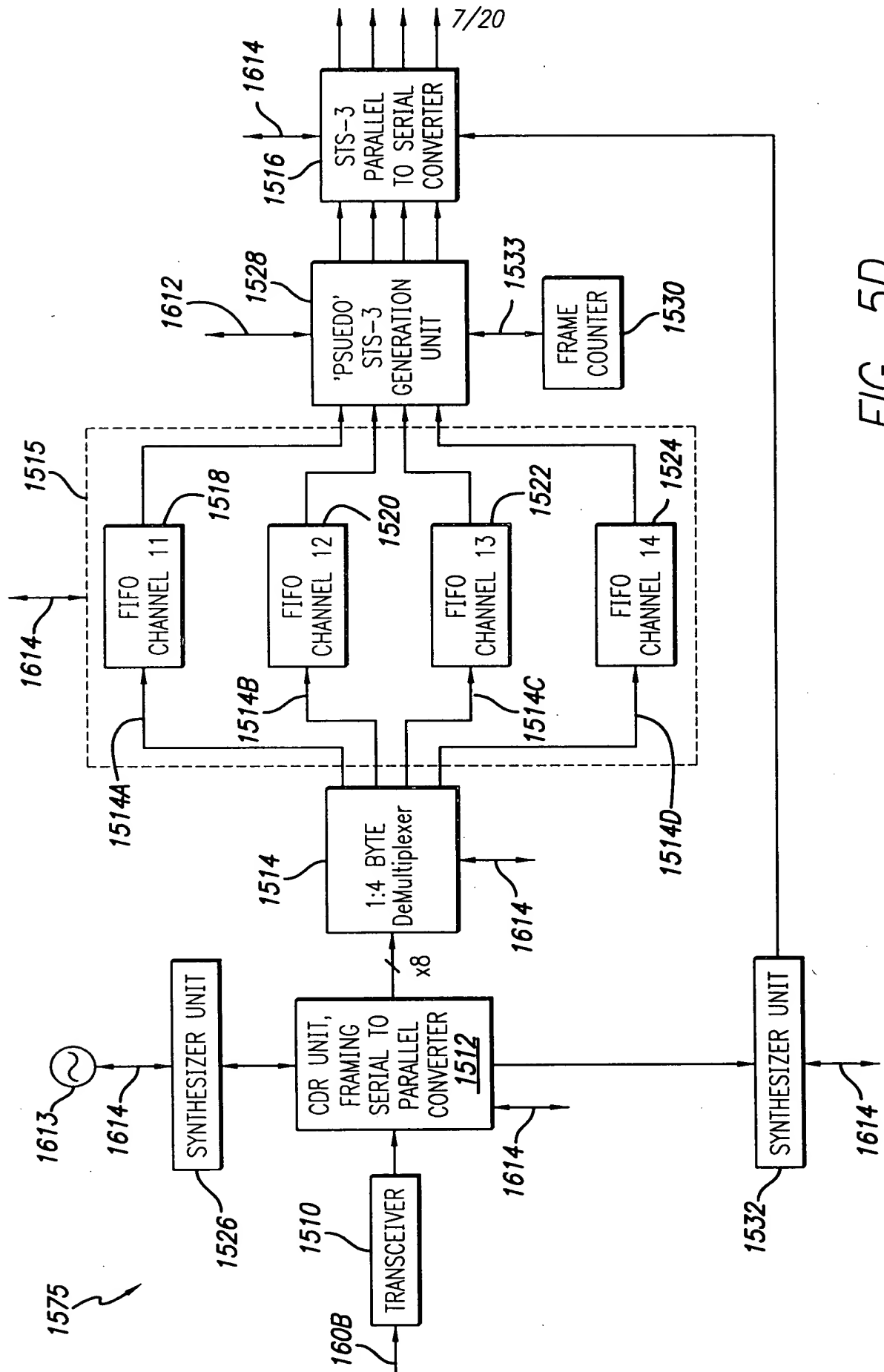


FIG. 5D

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FIG. 5C

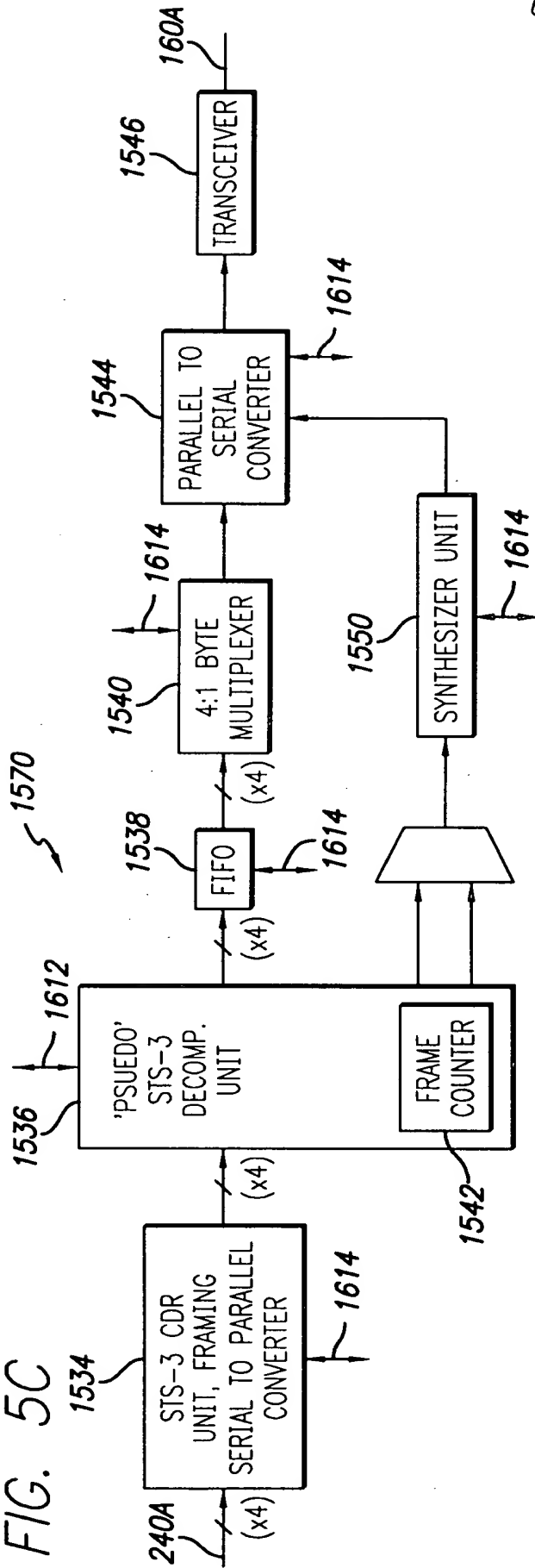
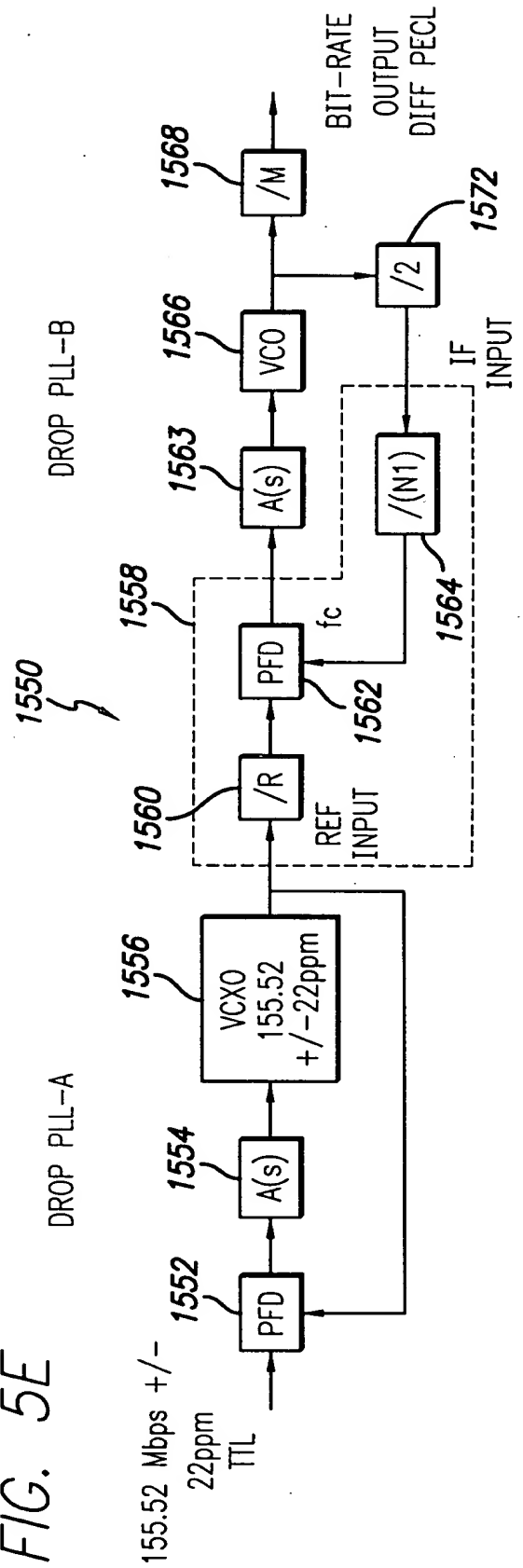


FIG. 5E



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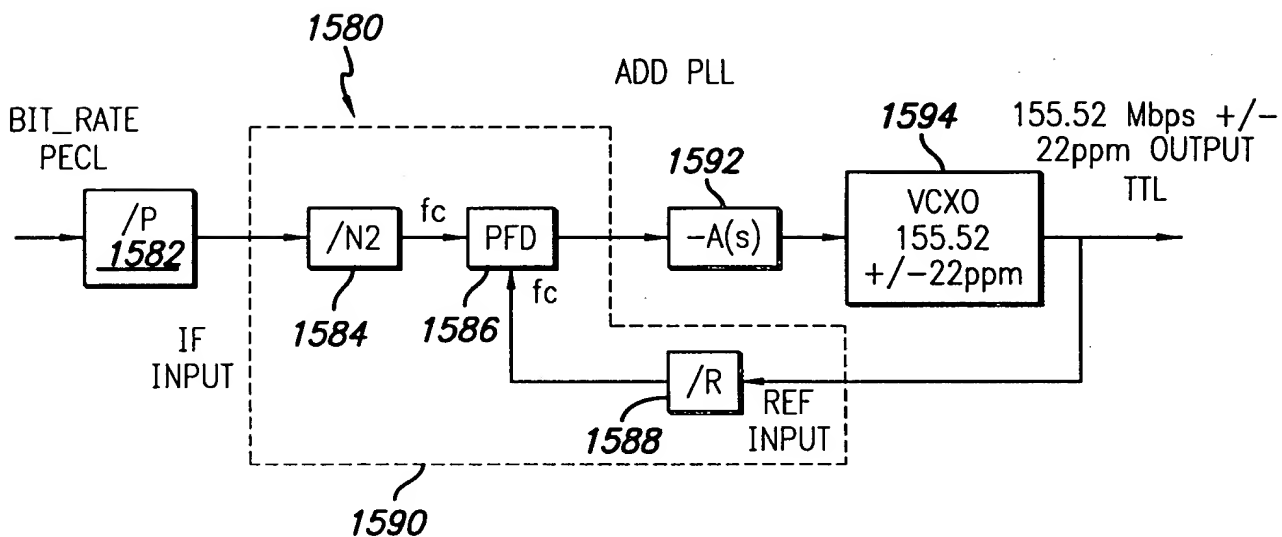


FIG. 5F

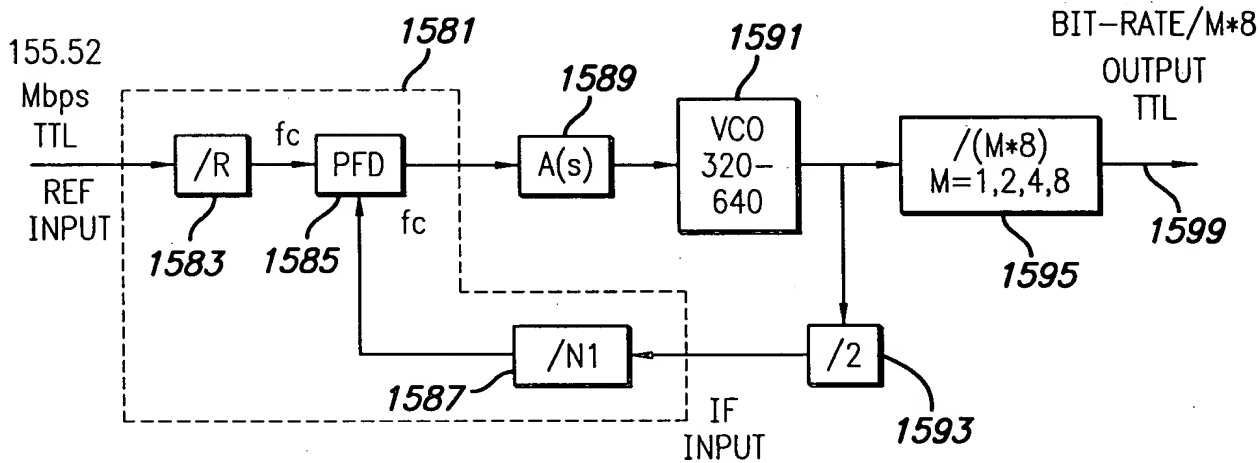


FIG. 5G

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FIG. 6A

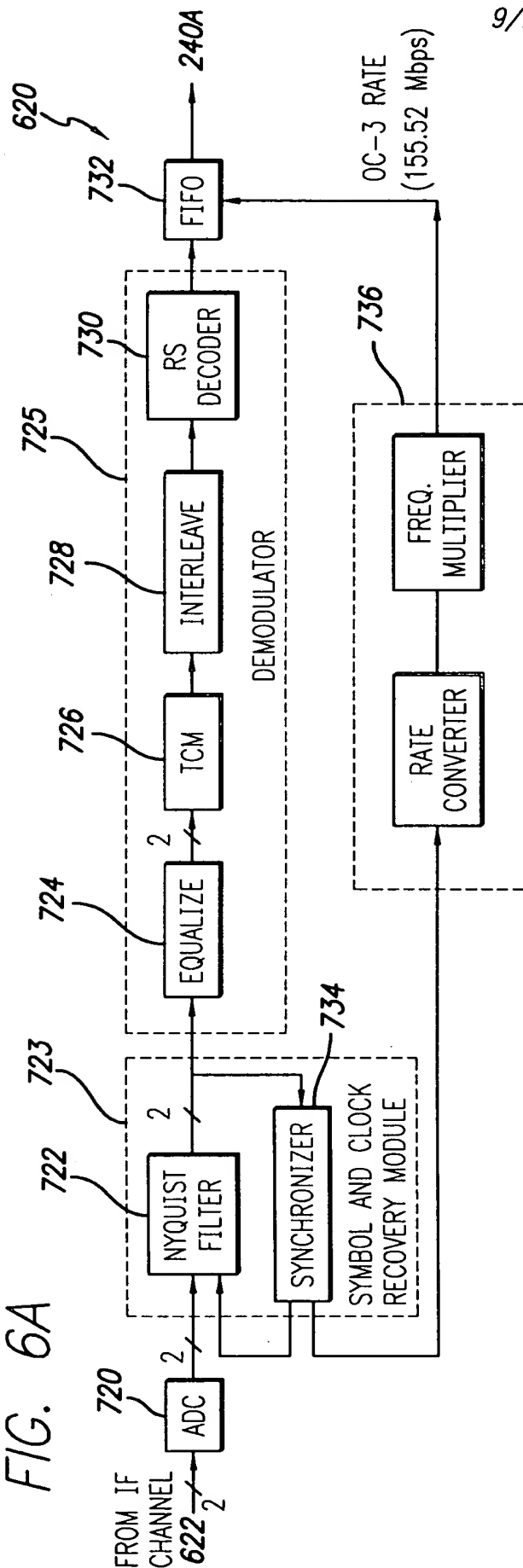
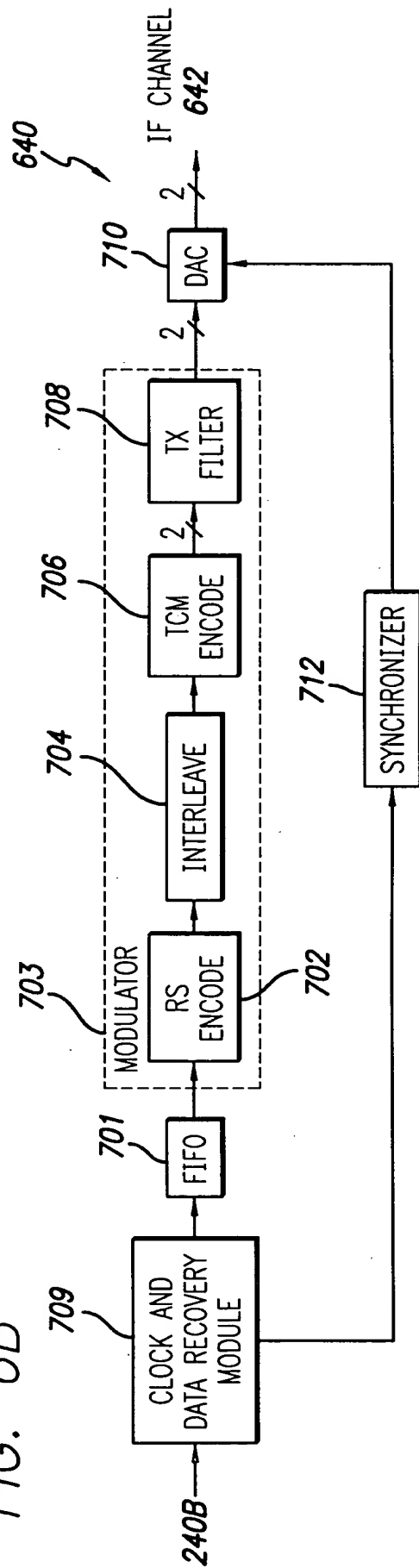
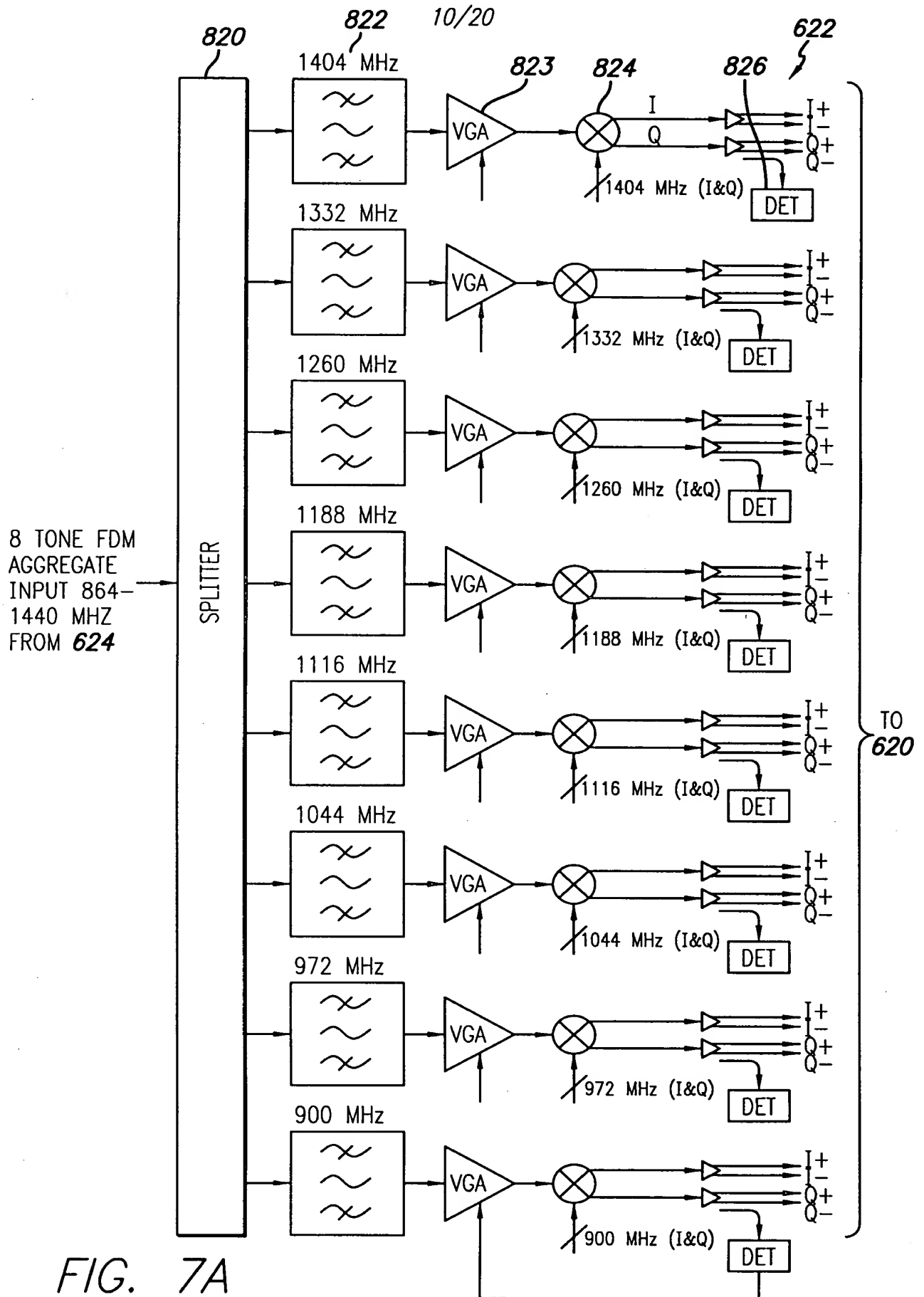


FIG. 6B





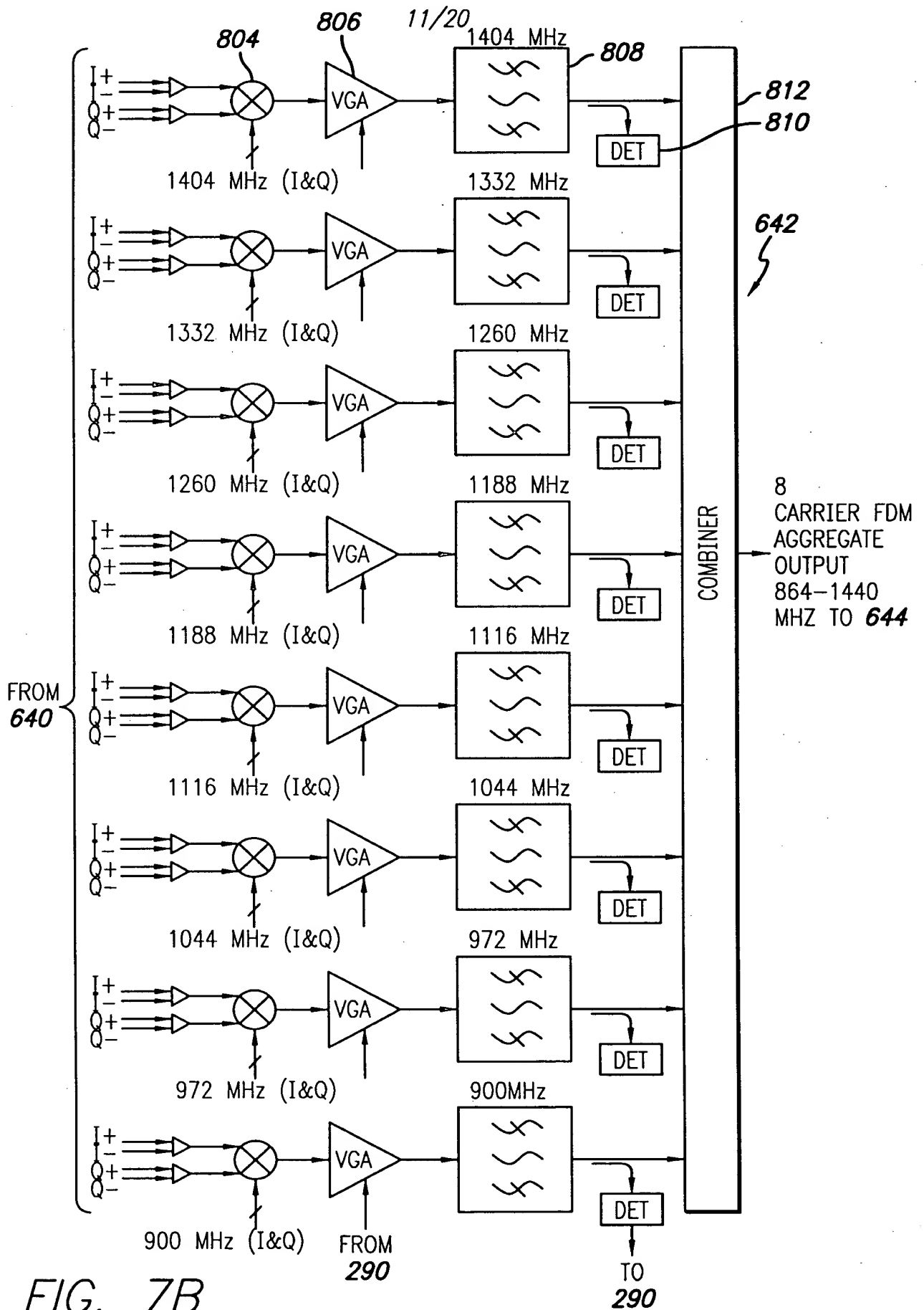
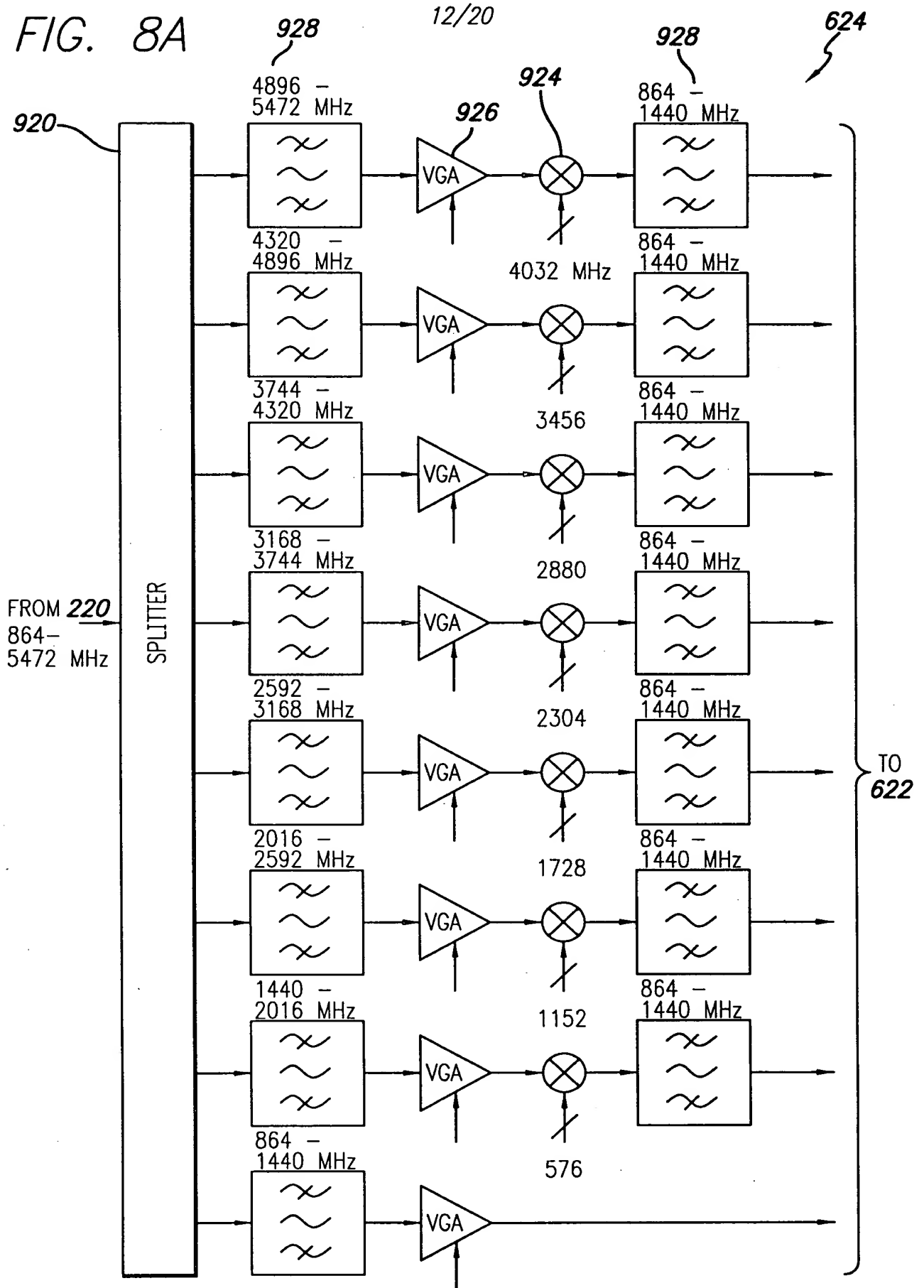
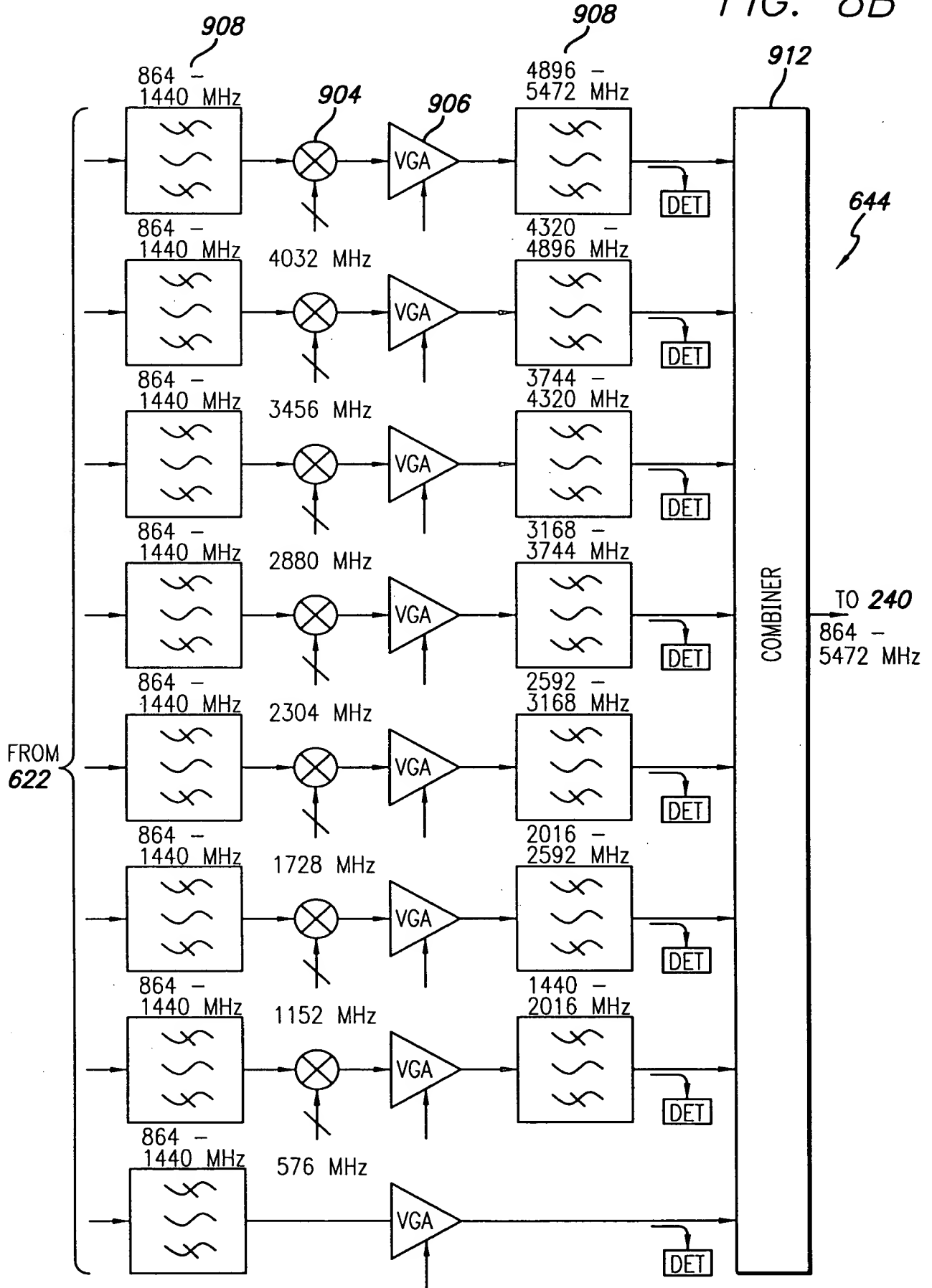


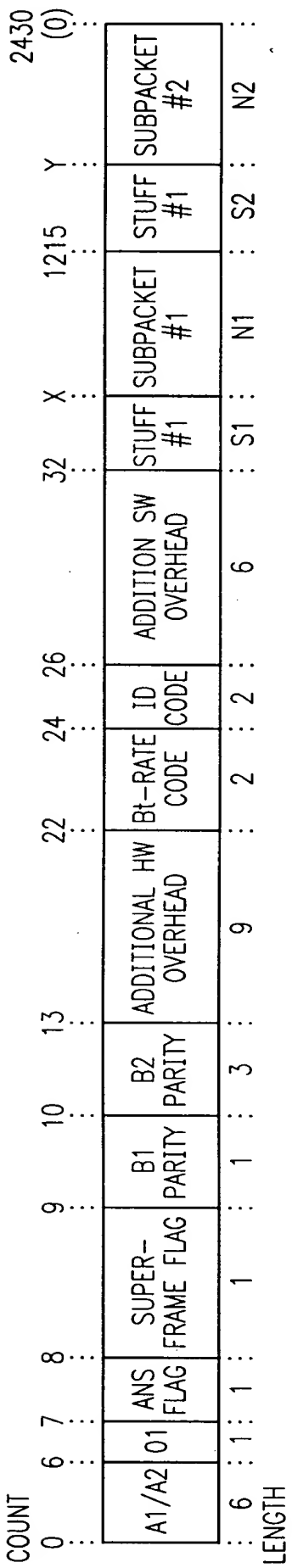
FIG. 8A



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FIG. 8B



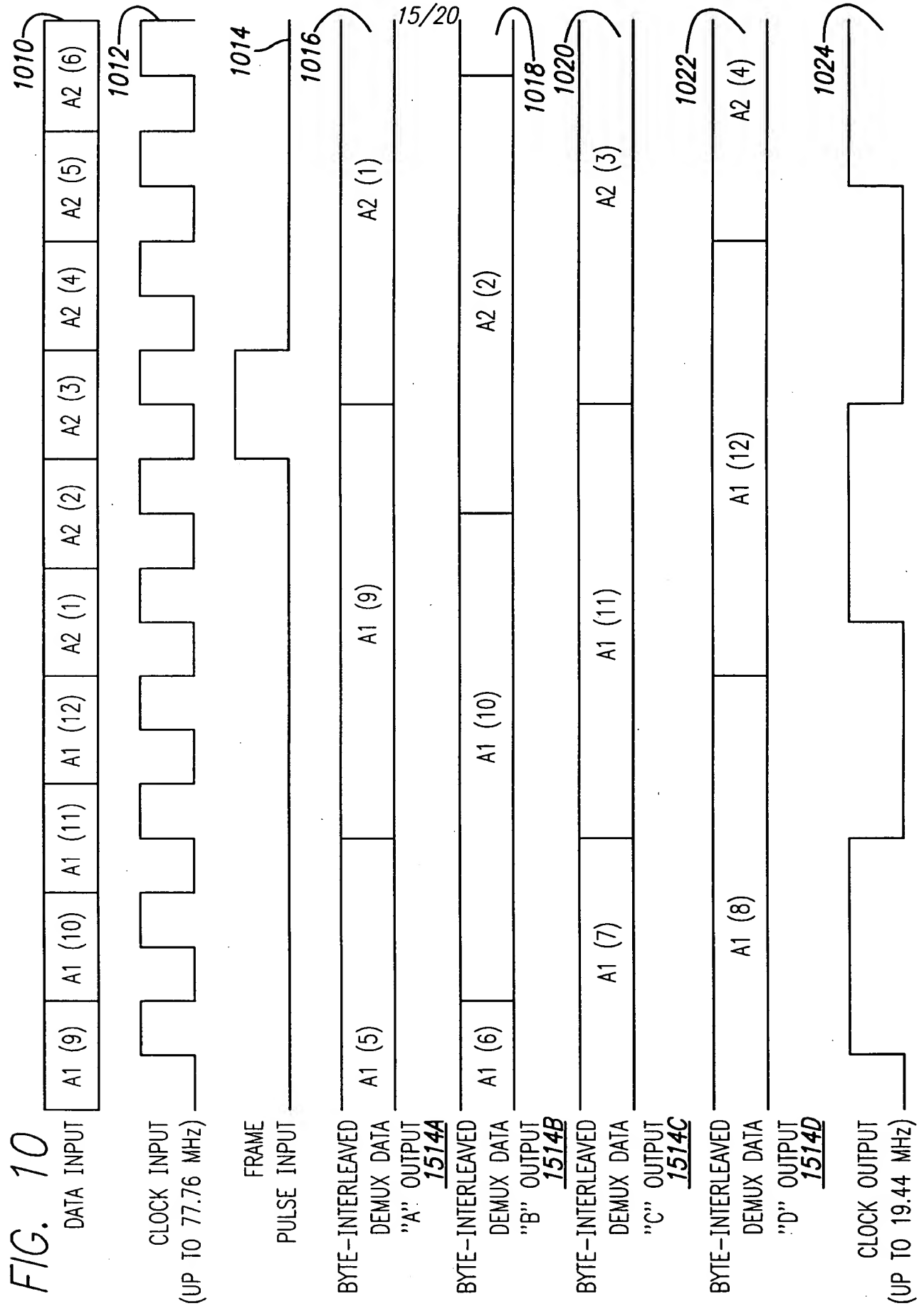


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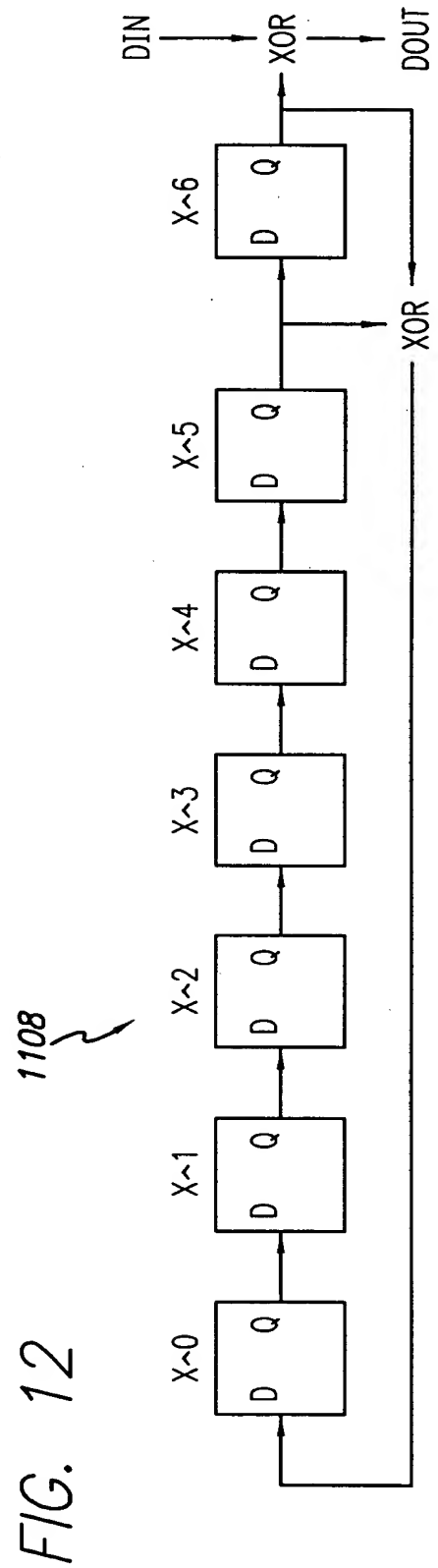
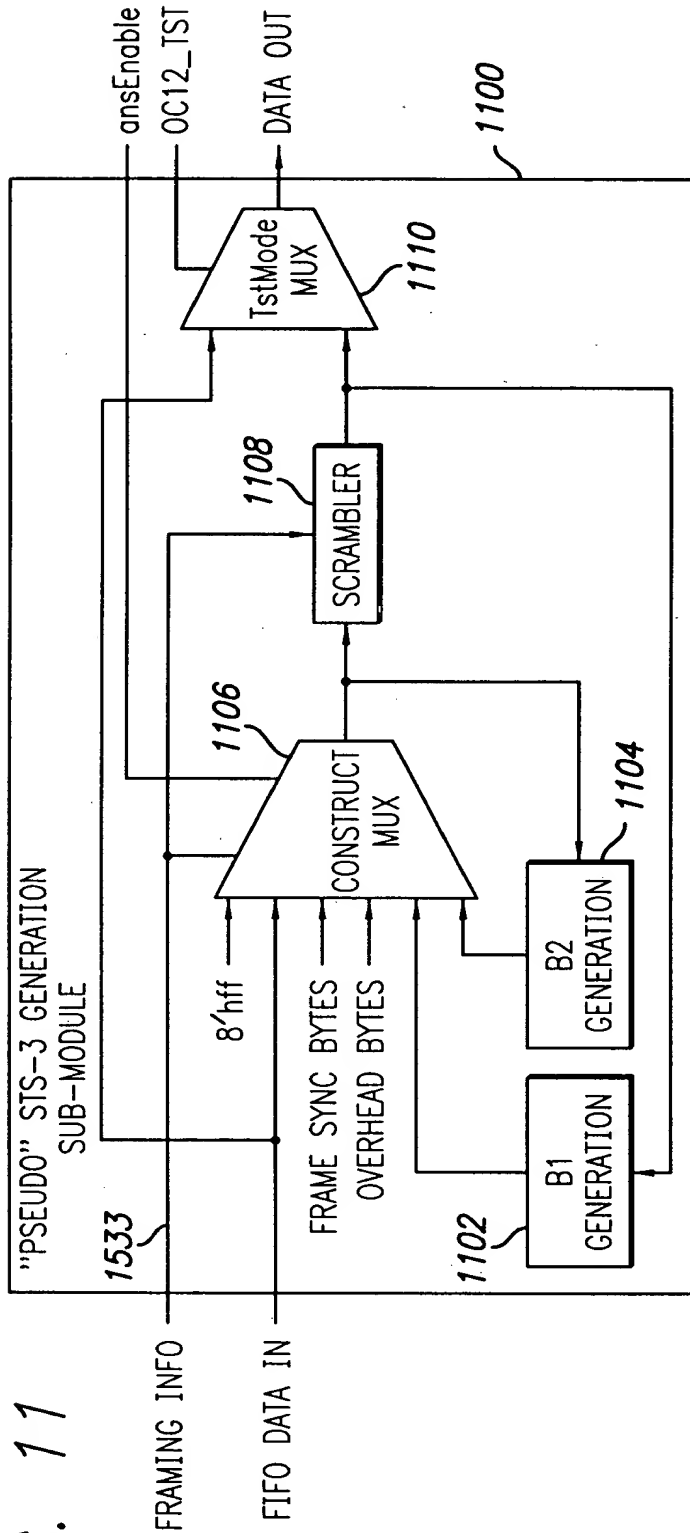
A1/A2 bytes-SONETheader for STS3.
Additional SW Overhead-6bytes
Additional HW Overhead-9bytes
Subpacket-target bytes carried in frame. Two subpackets to reduce system latency.
Stuff-stuff bytes to fill unused parts of packet.
Parity-1 byte parity for performance monitoring

N1-subpacket 1 byte count
N2-subpacket 2 byte count
N1+N2=N(target signal bytes per frame)
S1-Stuff #1 byte count
S2-Stuff #2 byte count
X-Stuff #1 end count Memory mapped register
Y-Stuff #2 end count Memory Mapped register
T-Target Signal Data Rate
 $N=T/(8kHz)*(1/8)*(1/4)$ bytes/frame
S1+S2=2430-N-32 bytes/frame

FIG. 9



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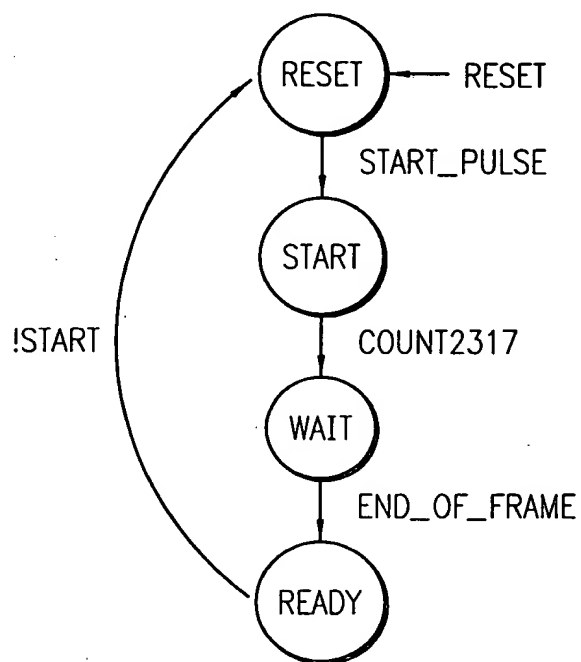


FIG. 13

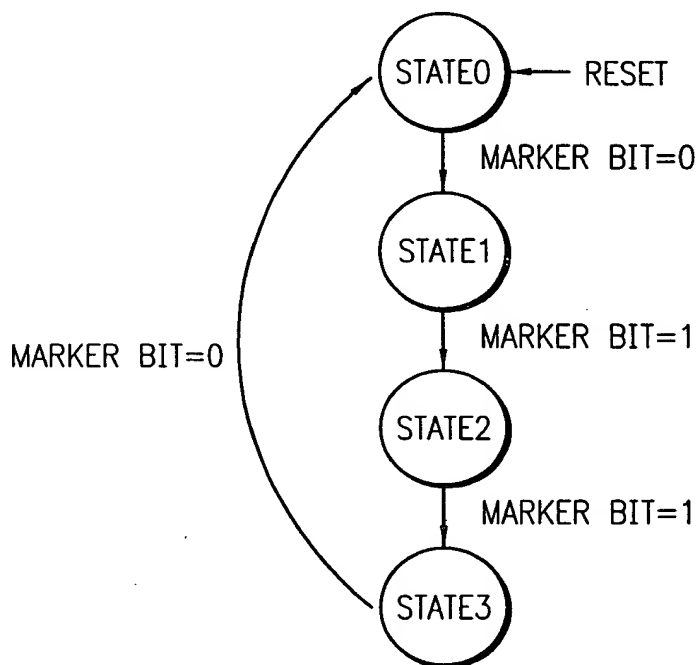


FIG. 14

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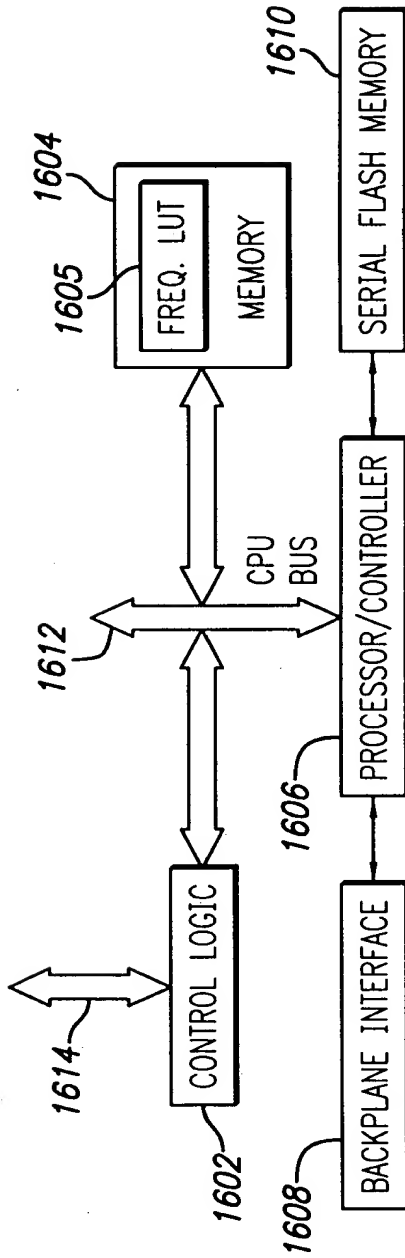


FIG. 15

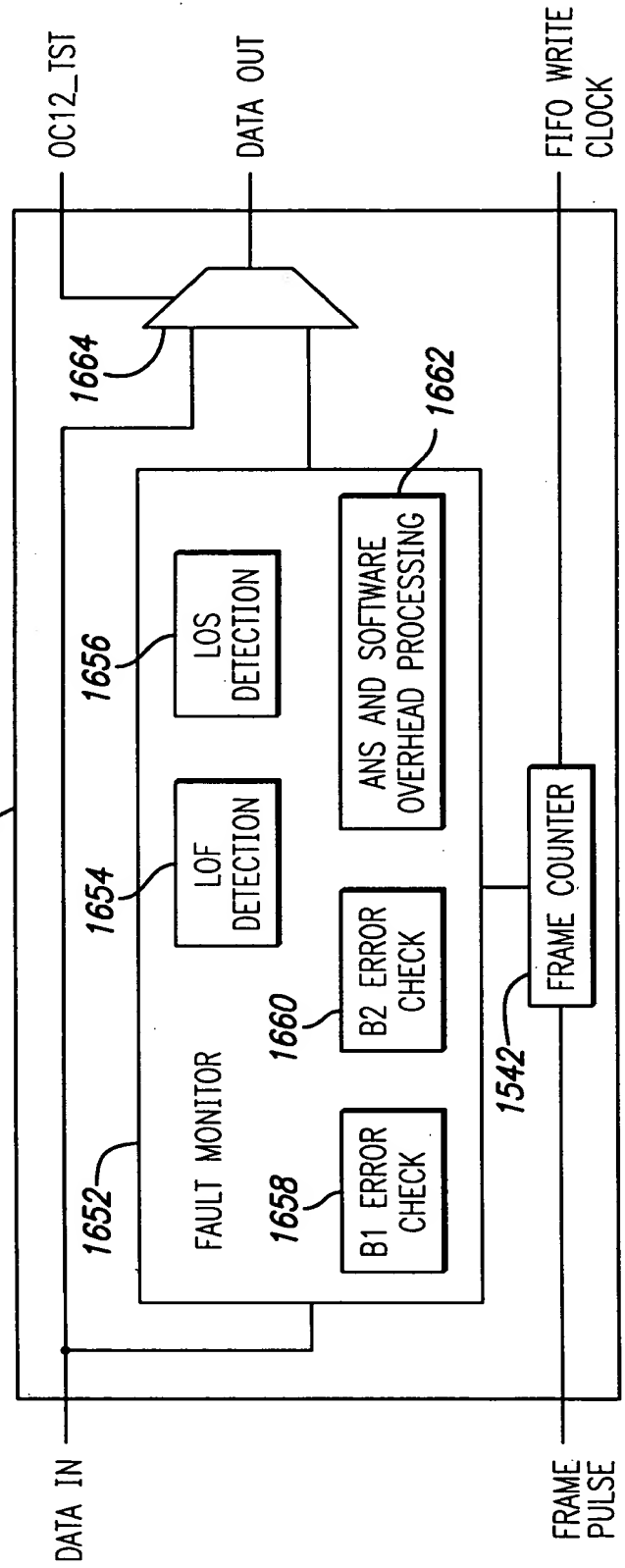


FIG. 16

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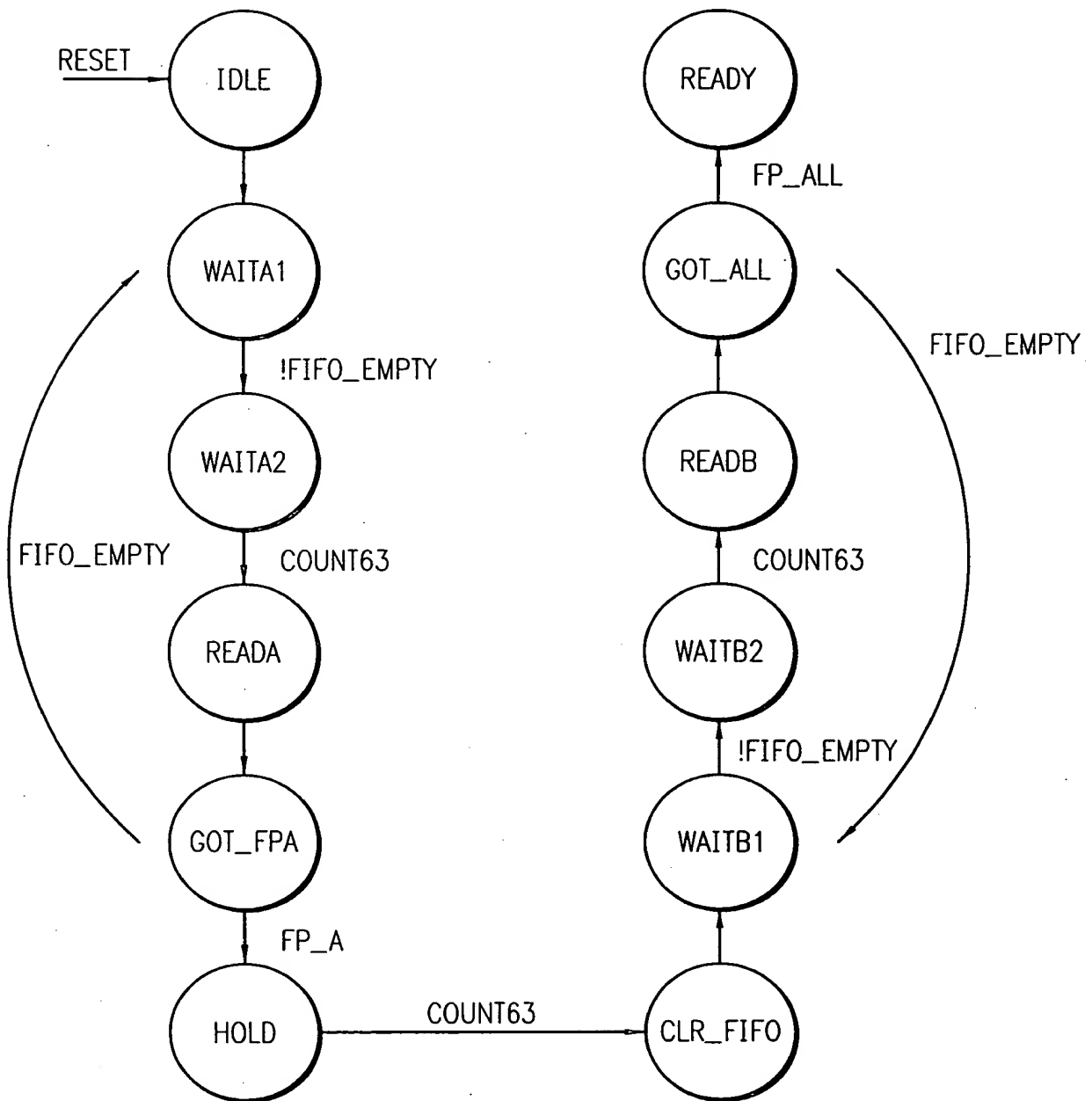


FIG. 17

FIG. 18

